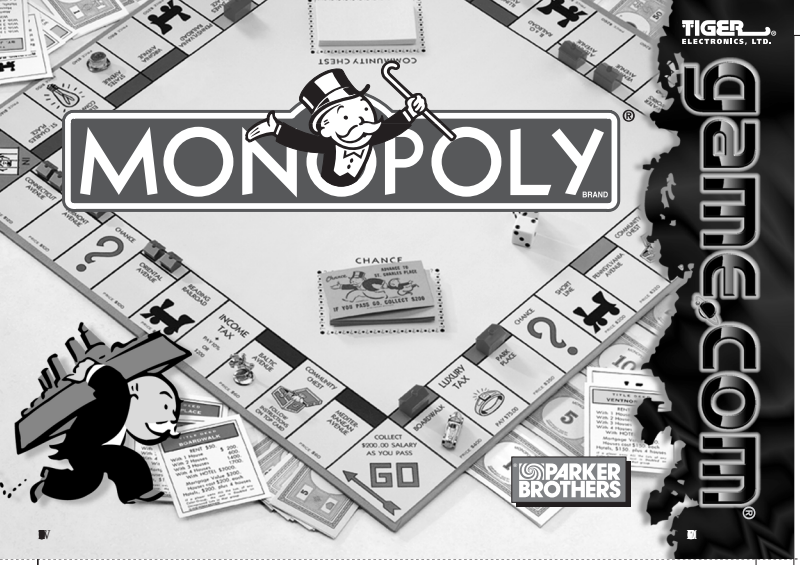


1 INTRODUCTION

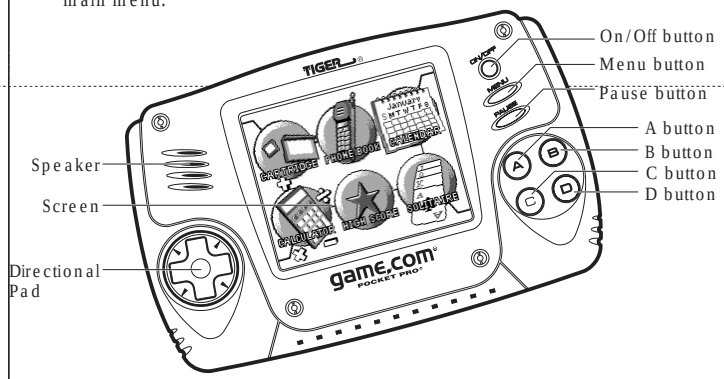
Pass go and head directly for fun! MONOPOLY is America's best-loved real estate game. Buy, sell, and trade properties. Build houses and hotels to increase your assets. Add railroads and utility companies to your empire. Become rich like Uncle Pennybags or end up in the poor house...it's all up to you!

2 GOAL

The object of MONOPOLY is to become the richest player and bankrupt all the other players. To achieve this, you must buy, sell, and trade properties. In the process, you will collect rent from the other players as they land on the properties you own. You will also occasionally land on Chance and Community Chest squares. Those cards may affect your assets.

3 STARTING THE GAME

To play the game, make sure your game.com system is OFF. Insert the MONOPOLY cartridge. Turn on your game.com and touch CARTRIDGE on the main menu.



After a brief animation, you'll see the main MONOPOLY screen. You may choose to START the game or change several rules (OPTIONS). If you select START without first choosing OPTIONS and then RULES, you will play with the default settings programmed into game.com.

4 OPTIONS

You have the ability to modify some of the options that will govern your play. To change the default options for some gameplay rules and for sound and animation, select OPTIONS.

RULES
There are several different rules under which you may start the game. To access the rules, touch the RULES button on the OPTIONS screen. The RULES screen will allow you to change one, several or all of the defaults. If a box has a check next to it, it means that rule is in effect.

To change a default setting, touch the box next to it. If the box has a check, touching it will remove the check and remove that rule from the game. If there isn't a check, touching the box will add a check and activate that rule. Here are the rules you can affect. The defaults have been noted:

Short Game
Each player begins the game with an equal number of random properties, instead of starting with none.

Landing on Go Doubles Salary
Players receive $400 when they land on GO, double the amount for merely passing Go.

Have Auctions for Properties (default)
Properties that are landed upon and not bought are auctioned.

One Lap Required Before Purchasing
Players must move once around the board before any properties may be purchased.

Infinite Buildings in Bank
An infinite number of buildings may be placed instead of the standard 32 houses and 12 hotels.

Even Build Rule for Buildings (default)
Players must build houses and hotels evenly on properties in a monopoly (i.e., no more than one extra house on any property in a monopoly).

Transactions Allowed from Jail (default)
Allows trades and rent collection while a player is in jail.

Touching DEFAULT on the RULES screen returns all options to their default settings.

Sound and Animation
This option allows the game's sound effects, background music and token animation to be turned on or off. Press B to exit the SOUND AND ANIMATION menu.

When you're finished setting all your options, touch EXIT.

5 CHOOSING PLAYERS

After you touch the START button and select either ONE GAME.COM or COMPETE.COM (for play with two game.com units connected by a compete.com cable -- allows for two Human players only), Rich uncle Pennybags will ask you how many players there are. Choose the number of players by either using the touch screen or the directional pad. To use the touch screen, simply touch your choice. To use the direction pad, press the (up) or (down) to position the number on the screen. Then press A to confirm your choice. Two to six players may play. If you're playing alone, game.com will be your opponent(s).

You will then be asked to choose whether each player is human or computer. Choose one option for each player and lock in your response by pressing A.

Each human player will be prompted to enter his or her name by choosing letters via the touch screen. Lock in names by choosing END.

Choose computer opponents from the computer opponent menu. Each computer opponent has a unique style of play.

From the next screen, choose each player's token. Lock in your response by pressing the A button.

Throughout any of these screens, you may press the B button to return to the previous screen.

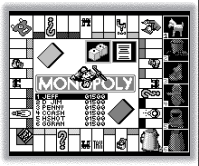
COMPETING HEAD-TO-HEAD

You may compete head-to-head with a friend using a compete.com cable (sold separately).

1. First, connect the compete.com cable to the com.port of your game.com.
2. Next, connect the other end to your opponent's game.com.
3. Make sure a MONOPOLY game.com cartridge is inserted into both game.com units.
4. Turn both units on.
5. Each player should select the cartridge icon from the main menu screen.
6. When the start screen appears, both players should choose COMPETE.COM.

6 PLAYING THE GAME

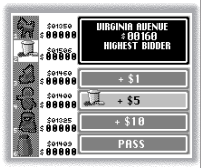
You will now see the main MONOPOLY board. The players, represented by numbers and corresponding tokens, will be located on the right side of the screen. The active player's icon will be flashing.



As a human player, you may take your turn by pressing the A button to roll the dice. You may simply touch the Dice icon in the upper right corner also. Rich Uncle Pennybags will roll, and the result will appear in the upper right corner inside the board. Your token will move the number of spaces rolled.

BUYING PROPERTIES
If you land on a property, you will be given the option to either BUY the property (if it isn't already owned), put it up for AUCTION (if that default rule was left in effect), or RAISE THE CASH if you don't have enough to buy the property. To buy the property, press A.

You may view the properties you own by touching your token icon.

AUCTIONING PROPERTIES


If you don't want to buy the property, and if you're playing with the default rules (remember that you can change these defaults by selecting OPTIONS and then RULES), you must put it up for auction by pressing "auction." You will go to the auction screen, where the bidding will begin. You may choose to increase your bid by increments of $1, $5 or $10. If you don't want to bid, choose PASS. The highest bidder becomes owner of the property.

RAISING CASH/MORTGAGING PROPERTIES

Sometimes you won't have enough cash to purchase a property. When this happens, you can choose the RAISE CASH option, which will appear if you land on a property and don't have the money to buy it. Choosing the RAISE CASH option will allow you to mortgage one or more of your properties or sell houses or hotels to raise the money you need for the purchase. Choose MORTGAGE, then choose the property you wish to mortgage by pressing the arrow keys on the Directional Pad. The name of the selected property will appear in the middle of the screen. To select a property to mortgage, press A. Once you have raised enough cash, you may buy the property. You may also choose the SELL BUILDINGS option if you own property with buildings.

UNMORTGAGING PROPERTIES
To unmortgage a property, wait until your turn and touch the DEEDS icon DEED (located next to the Dice icon). Then choose UNMORTGAGE PROPERTIES. Use the direction pad to choose the property you want to unmortgage. You may only unmortgage properties if you have enough cash to do so.

TRADING
You may initiate property trades with other players, and they may initiate them with you. To trade, press the DEEDS icon DEED. Then choose PROPOSE TRADE. Choose your player when asked, "Who Are You?" You will then be asked with whom you want to trade. Choose that player, and you will be given a list of his properties and assets. Place a check mark by your property or properties you want to trade. You may also add cash as part of the trade. To do this, touch the moneybag icon in the lower left, and use the directional pad to raise or lower the amount. If you or the other player has a Get Out of Jail Free card (represented in the lower right-hand corner of the screen), you may trade or request that, as well.

When you have chosen what you want to trade, press CONTINUE. Follow the same procedure for choosing what you want from the other player. When you're finished, press PROPOSE THIS TRADE. The other player will either accept the trade, refuse it, or propose another offer.

NON-PROPERTY SQUARES
Squares you may land on other than properties include:

Chance

Community Chest

Go!

Tax

Go To Jail

Just Visiting

Free Parking

CHANCE AND COMMUNITY CHEST
Follow the instructions on the card drawn.

GO!
Collect $200 salary each time this square is passed (or $400 if you land directly on Go and have chosen this as an option).

TAX
You must pay the amount indicated on the square.

GO TO JAIL
If you land here, you must go directly to the jail square. You may also draw a CHANCE or COMMUNITY CHEST card instructing you to go to jail. To get out of jail you must pay $50 or roll doubles. You have three turns to roll doubles before getting out for free. You may also use a "Get Out of Jail Free" card to resume gameplay.

JUST VISITING
This is a free space with no penalties.

FREE PARKING
A free space.

7 BUILDINGS AND HOTELS

Once you own all two or three properties in a particular group (such as States Ave., Virginia Ave. and St. Charles Place) and therefore have a monopoly on those properties, you may begin building houses on them. You may place up to four houses on any one property. After that, you may build a hotel. Only one hotel may be placed on a property, and it takes the place of the four houses. The rent your opponents must pay when they land on your property increases with each additional house you add, and increases again if a hotel replaces the houses Note that the base rent of a group of properties is doubled when a player has a Monopoly and no Houses or Hotels have yet been built. Please see individual deed cards for specific rents.. To build, touch the DEEDS icon DEED on your turn, then choose the BUY BUILDINGS option. Use the directional pad to choose which property you want to build on. To sell buildings, choose SELL BUILDINGS.

You may not purchase buildings for railroads or utilities.

8 GOING BANKRUPT

If you owe rent to another player and don't have the assets to pay, you will go bankrupt and lose the game. Likewise, if any other player can't raise enough cash, that player will go bankrupt. When this happens, all the bankrupt player's properties will be transferred to the player to whom the money is owed.

9 WINNING THE GAME

You win the game by bankrupting all the other players. Enjoy your riches!

10 DEFECTIVE CARTS

If you find that your new MONOPOLY game.com cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

11 90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$12. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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